

AZURE VAN TASSELL

ILLUSTRATOR + DESIGNER

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SUMMARY

Cartoonist with strong abilities in character design and comic illustration. Offering conceptual art, visual storytelling, rough animatics, and illustrative pieces. Highly organized, proactive multitasker and punctual with a team-oriented mentality.

EDUCATION

2019 | Minneapolis, MN

Minneapolis College of Art and Design

- Comic art major.

2016–2018 | Minneapolis, MN

Minneapolis Community and Technical College

- Transferred general arts credits to MCAD.

2009–2014 | South St. Paul, MN

South St. Paul Secondary School

- Participated in the International Baccalaureate Arts Program for 2 years.

SOFTWARE

- Windows and Mac OS
- Adobe Creative Suite
- Paint Tool Sai
- Procreate
- Microsoft Suite
- Clip Studio Paint

SKILLS

Character design, storyboard/animation clean up, animatics, environment design, graphic design, illustration, comic illustration, working for commission/meeting deadlines, able to work independently or in a collaborative setting, strong willingness to learn new software and skills.

Currently writing and drawing own indie webcomic “NEVERMIND”. The comic has been in development since 2013.

WORK/PROJECTS

2015–present

Freelance/commission work

- Creating art pieces for clients online.

2013–present

Webcomic creator

- Creator, illustrator, and writer for own indie comic “NEVERMIND”.